DESCENT™ II REFERENCE CARD

FULL VERSION • SYSTEM REQUIREMENTS

REQUIRES: IBM™/Tandy™ or 100% compatible 486-DX50 or faster with 8 Megabytes of RAM (16MB if running under Windows™ 95), hard drive, double-speed CD-ROM drive and DOS 5.0 or later.

STRONGLY RECOMMENDED: Pentium processor, 16MB RAM, stereo 16-bit sound card with General MIDI support, a quality joystick and lots of spare time.

SUPPORTS: Microsoft™ mouse or compatibles. Sound Cards: Sound Blaster (Pro, 16, AWE32) and compatibles, Media Vision Pro-Audio Spectrum (Plus, 16, and Studio), Gravis Ultrasound/Max, Roland SCC-1 (MIDI Music Only). 1 or 2 joysticks supported as well as ThrustMaster WCS/FCS/FLCS/TQS, Gravis Game Pad/Phoenix, Logitech Cyberman/Wingman Extreme, CH Flightstick Pro/Throttle, Microsoft SideWinder Pro. VR support: Forte VFX-1, CyberMaxx, Virtual I/O i-glasses and 3D Max.

INSTALLING DESCENT™ II

For best results, do not run under Microsoft Windows 3.x. If you wish to run under Microsoft Windows 3.x, please refer to the README.TXT file in your Descent II directory for instructions. If you have less than 16MB of memory on your system, it is strongly recommended that you install and run the DOS version of Descent II.

FROM DOS: Insert the CD into your CD-ROM drive. At the C> prompt, type the letter of the drive you are installing from followed by a colon, hit ENTER. Then just type INSTALL.

Example: **C:\> D: <ENTER>**
D:\> install<ENTER>

DOS installation continues below, after the Windows 95 directions.

FROM WINDOWS 95: Insert your Descent II CD into your CD-ROM drive, and click the Install gadget on the Autorun dialog that pops up. Or, click the Install icon on the CD.

BOTH DOS AND WINDOWS: The Descent II Installer will first play a test movie to determine the abilities of your system. When the test is completed, it will suggest either High or Low resolution movies. (**WARNING:** If you choose High resolution movies when the Installer has recommended Low, you will probably experience sound and video problems during playback.) After the movie test, the Installer will give you the choice of several install options, and the disk space required based on your movie resolution. These options are:

SMALL: Copies only a bare minimum to your hard drive. There will be longer delays starting Descent II and between levels using this install.

MEDIUM: Copies all game-related data to the hard drive, leaving the cinematics on the CD. This is the recommended level of installation.

LARGE: Copies all game-related data and level cinematics to the hard drive. The intro and endgame movies remain on the CD.

CRAZY: The mega-install! All game files and cinematics are installed to your hard drive. Note: the Descent II CD will still be required at game start-up. (**NOTE:** If the installer recommends Low-resolution movies, you may try switching to High resolution and using Large or Crazy install. This will install the movie files to your hard drive, which may improve the movie playback to an acceptable level.)

Once you have chosen an install size, you will be offered a choice of hard drives to install to and the space free on each. The default subdirectory for the installed files is **\GAMES\DESCENT2** on the chosen drive. You can change the subdirectory name by entering a new name in place of this.

DOS ONLY: When the game is finished installing, you will see the Descent II Setup screen. This screen lets you customize the sound and music setup in Descent II. If you're not sure about these options, you may choose Auto-Detect Sound Hardware. Descent II then detects your hardware setup and chooses the options it thinks are best.

Use the Test Digital and Test Music options to make sure your sound card is set up correctly.

WARNING: If you are running Descent II from DOS and there is a hardware conflict, Auto-Detect may lock up your computer. If this happens, reset your computer and set up your sound card manually.

RUNNING DESCENT II

FROM WINDOWS 95: If you are running Descent II from Windows 95, double-click the Descent II icon, or click the Run Descent II gadget on the Auto-run menu that appears when you first insert your Descent II disc. If you have less than 16MB of memory on your system, it is recommended that you use the DOS version of Descent II.

FROM DOS: Change to the directory to which you installed Descent II. If you chose the default option when you installed, you can do this by typing: **CD\GAMES\DESCENT2.** Then, type D2 and press <ENTER>.

Descent II will start and play the introductory movie. The movie gives background information and narrative concerning events following the conclusion of Descent 1: First Strike. **NOTE:** If the intro movie appears jerky or the sound skips, consult the Troubleshooting section near the back of the manual for help.

If this is the first time you have started Descent II, you will be asked to enter your pilot name. This name is used to save your settings and to identify yourself during multiplayer games.

You will then be asked to choose an input device. Use the up and down arrow keys on your keyboard to move the highlight and then press <ENTER> to select the highlighted option. You will now be at the Descent II Main Menu.

To jump right into the game, press <ENTER> to select New Game and choose a skill level (Rookie is recommended for first time players). After a short movie you will be given a briefing from PTMC, and will find yourself in Level 1.

MOVIES AND MUSIC

Descent II offers full-motion cinematic cut scenes with driving digital soundtracks. They can be displayed in 640x480 VESA, or 320x200 (see install notes at the start of the manual). Based on the install tests, it should suggest which resolution is best for your system. If you experience playback problems during these movies, consult the Troubleshooting section near the back of the manual.

Descent II also has redbook music tracks, featuring original tracks from Ogre (of Skinny Puppy), Type O Negative, and other artists. The redbook songs are essentially regular audio CD tracks stored on your Descent II disc, and can be played with any CD player. If you have difficulties getting the redbook tracks to play during Descent II, contact Interplay Technical Support at (714) 553-6678.

MENUS

Use the arrow keys to move around menus in Descent II. Unless otherwise noted, hitting <ESC> will accept the current menu's settings and return to the previous one. Some menus contain check boxes and radio-type switches that can be toggled by hitting <SPACEBAR>. Slider-type items are changed using the left and right arrow.

When in the game, you can hit the <F1> key to bring up a list of keyboard commands. Hitting <F2> will bring up the Game Options menu. Certain menus have special control keys; see the descriptions of those menus for more info.

KEYS

This section describes keys that are active during game play. Many of the keys can be reconfigured in the Options/Controls/Customize Keyboard screen. These definable keys are marked with an asterisk (*). Their defaults are shown below. (For information of key usage in menus, see above.)

[ESC] = Abort game
[F1] = Help screen
[F2] = Options
[F3] = Toggle cockpit on/off
[F4] = Drop marker
[F5] = Record demo
[SHIFT-F7] = Calibrate joystick
[ALT-SHIFT-F4] = Rename Guide-Bot
[SHIFT-1] through **[SHIFT-0]** = Guide-Bot commands
[ALT-F3] = Load saved game
[+] / [–] = Change window size
[Print Screen] = Save screen shot (in PCX format)
[SHIFT-F1] = Cycle left camera view window
[SHIFT-F2] = Cycle right camera view window
[SHIFT-F4] = Bring up Guide-Bot Command Menu
[ALT-F2] = Save game
[PAUSE] = Pauses the game in single-player games. In multiplayer games, this will display a game infoscreen.

The following keys are active only during multiplayer games:

[F6] = Allow player to join restricted game
[F8] = Send message
[ALT-0] = Drop flag (Capture the Flag games only)
[ALT-F4] = Toggle display of player names on HUD.
[SHIFT-F9] through **[SHIFT-F12]** = Define F9-F12 taunt macros
[F7] = Toggle between multiplayer HUD displays
[F9-F12] = Send Taunt macros
[ALT-1] / [ALT-2] = Select team for new player
[ALT-F6] = Change player name display on HUD

The following keys can be reassigned in the Options/Controls menu. The defaults are shown here:

Flying controls:

[Left ALT-Arrows] = Slide
[A] = Forward
[S] = Afterburner (with Powerup), slide
[Z] = Reverse[Q] or [Keypad 7] = Bank left
[Keypad 1,3] = Slide left/right
[Keypad –,+] = Slide up/down
[E] or **[Keypad 9]** = Bank right
[Left Arrow], [Right Arrow] or **[Keypad 4], [Keypad 6]** = Turn Left, Right
[Up Arrow], [Down Arrow] or **[Keypad 8], [Keypad 2]** = Rotate Down, Up

Weapons:

[CTRL] = Fire primary
[B] = Drop proximity bomb/smart mine
[SHIFT-F5] = Drop currently-selected primary weapon
[SHIFT-F6] = Drop currently-selected secondary weapon
[,] / [.] = Cycle primary/secondary weapons
[SPACE] = Fire secondary
[F] = Fire Flare

Weapon Selection:

Each selection key will switch between the two weapons assigned to that key. Descent II will remember which of the two weapons you last selected, and will return to that one when you return to that entry.

Key	Weapon 1	Weapon 2
1	Lasers/SuperLasers	(used as laser levels 5 & 6)
2	Vulcan Cannon	Gauss Cannon
3	Spreadfire Cannon	Helix Cannon
4	Plasma Cannon	Phoenix Cannon
5	Fusion Cannon	Omega Cannon
6	Concussion Missile	Flash Missile
7	Homing Missile	Guided Missile
8	Proximity Bomb	Smart Mine
9	Smart Missile	Mercury Missile
0	Mega Missile	EarthShaker Missile
[,]	Cycle primary weapon	
[.]	Cycle secondary weapon	

NOTE: The two cycle keys will select the next available weapon of that type. The order of the list can be changed under the new Options/Autoselect Ordering menus.

Other Keys:

[R] Select Rear view
[TAB] Automap
[T] Transfer energy to shield. Only works if Energy > 100
[H] Toggle headlight on/off, if player has the Headlight powerup

Automap controls:

- To rotate the Map, use the ship turning keys. • To move the Map, use the ship sliding keys.
- To move in and out of the Map, use the forward/reverse keys. • To show more or less of the Map, use + or – keys.
- To reset the default Map view, use the primary weapon firing key.
- **1–9** Selects Marker. • **[Ctrl-D]** Deletes Selected Marker.

The following keys are active when using certain VR devices.

[ALT-F5] = Toggle VictorMaxx mode
[ALT-F6] = Cycle VR resolution
[ALT-F7] = Switch left/right eye displays
[ALT-F8] = Cycle head tracking sensitivity
[ALT-F9] = Cycle headset type
[ALT-F10] = Toggle HUD

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